

PRISONER 2 OPERATIONAL DOCUMENTATION

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VOCABULARY

Throughout the game, Prisoner 2 makes use of an extensive vocabulary data base. When a word is typed in through the command parser, the word's classification (0 = VERB, 1 = ADJECTIVE, 2 = OBJECT) and type within that classification are returned as numbers, since numbers are easier to perform logical operations with than are strings.

here is the complete vocabulary:

VERBS (CLASSIFICATION 0)

TYPE 1: GET, GRAB, LIFT, TAKE, HAVE
TYPE 2: DROP
TYPE 3: BUY
TYPE 4: SELL
TYPE 5: IN, ENTER
TYPE 6: OUT
TYPE 7: OFF
TYPE 8: WAR
TYPE 9: SELF, REBEL, REBELL, REVOLT, MUTINY, FREEDOM,
LIBERTY, DIGNITY, PRIVACY, HUMANITY, REBELLION,
REVOLUTION, LIBERATION, INDEPENDENCE, INDIVIDUALITY
TYPE 10: INV, INVENTORY
TYPE 11: IGNORANCE
TYPE 12: LONG, TIME
TYPE 13: WANT, NEED, KNOW, CAPTURE
TYPE 14: RUN, FREE, LEAVE, ESCAPE
TYPE 15: QUIT, RESIGN
TYPE 16: RUNS, LEADS, HEADS, CHARGE, COMMANDS
TYPE 17: MEAN
TYPE 18: KILL, BLOW, MURDER, KILLED, DESTROY, MURDERED
TYPE 19: MARY
TYPE 20: LOOK
TYPE 21: HELP, SAVE
TYPE 22: BYE, SEEING
TYPE 23: DEPOSIT
TYPE 24: WITHDRAWAL
TYPE 25: LOAN
TYPE 26: OPEN, STEAL
TYPE 27: OVER, JUMP, WALL, CLIMB, FENCE
TYPE 28: ON, SWITCH
TYPE 29: SIT
TYPE 30: PLUGH
TYPE 31: LIST

TYPE 32: PR#6
 TYPE 33: KNOB, DIAL, TURN, TWIST
 TYPE 40: HERE, PLACE, ISLAND, PRISON, VILLAGE, IMPRISON
 TYPE 253: END, STASIS
 TYPE 254: 979

ADJECTIVES (CLASSIFICATION 1)

TYPE 1: F, AHEAD, FORWARD
 TYPE 2: B, BACK, BACKWARD
 TYPE 3: L, LEFT
 TYPE 4: R, RIGHT
 TYPE 5: N, NORTH
 TYPE 6: S, SOUTH
 TYPE 7: W, WEST
 TYPE 8: E, EAST
 TYPE 9: U, UP
 TYPE 10: D, DOWN
 TYPE 11: YES
 TYPE 12: NO, NOT, WONT, CANT, DIDNT, REFUSE, FORGET
 TYPE 13: HOW
 TYPE 14: WHY
 TYPE 15: WHO
 TYPE 16: WHAT
 TYPE 17: WHEN
 TYPE 18: WHERE
 TYPE 19: FUCK, SHIT, HELL, DAMN, BITCH, BASTARD, ASSHOLE
 TYPE 22: NEW

OBJECTS (CLASSIFICATION 2)

TYPE 1: KEY
 TYPE 2: UMBRELLA
 TYPE 3: HAT (TOP HAT)
 TYPE 4: TUGA
 TYPE 5: CLOWN (CLOWN SUIT)
 TYPE 6: CLONE (CLONE SUIT)
 TYPE 7: TIE (BLACK TIE)
 TYPE 8: PIECE (3 PIECE SUIT)
 TYPE 9: GOLD (GOLD WATCH)
 TYPE 10: DIPLOMA
 TYPE 11: CROSS
 TYPE 12: PERCOLATOR
 TYPE 13: MATCHES
 TYPE 14: PEN
 TYPE 15: PAPER
 TYPE 16: PAINT
 TYPE 17: WATCH
 TYPE 18: MAP
 TYPE 19: COMPASS
 TYPE 20: BOOK
 TYPE 21: ROPE (PIECE OF ROPE)
 TYPE 22: STICKS (BUNDLE OF STICKS)
 TYPE 23: WASHTUB (RUSTY OLD WASHTUB)
 TYPE 24: RAFT (INFLATABLE RAFT)
 TYPE 25: SILVER (SILVER DOLLAR)

TYPE 26: BROOMSTICK
TYPE 27: TREASURE
TYPE 28: KEYHOLE
TYPE 35: LAMB
TYPE 36: I, ME
TYPE 37: #
TYPE 38: YOU
TYPE 39: PLUG, SOCKET, UNPLUG
TYPE 41: PEACE
TYPE 42: SLAVERY
TYPE 43: STRENGTH
TYPE 44: GAME, APPLE, MACHINE, COMPUTER
TYPE 45: CARETAKER
TYPE 46: BROTHERHOOD
TYPE 47: MASTER
TYPE 48: INFORMATION
TYPE 49: ISLANDER
TYPE 50: SAFE
TYPE 51: WIT

(Note: Substitute ATARI, COMMODORE, or IBM for APPLE when working on another computer. Also substitute equivalent commands for PR#6 (booting a disk) and LIST).

THROUGHOUT THE GAME

Certain standards apply throughout the game whether or not it is specifically stated in the documentation:

The game will always be saved (see SAVE GAME section) whenever the player enters the command END into the parser, or enters [CTRL] [C] (or equivalent keystrokes on a target computer other than the Apple) anywhere within the game.

The player will automatically lose the game (see LOSE GAME section) whenever he types in his resignation code or selects it as a menu option.

The INVENTORY command is implemented whenever the command parser is used (see CASTLE section for details).

Whenever the command parser is used and the user enters an invalid command, the computer will respond with "YOU TALK IN CIRCLES".

In most of the displays there will be an INPUT/OUTPUT box. The player's commands will be typed after the word "INPUT" and the computer's responses are printed after the word "OUTPUT". Whenever the computer's responses are suppose to represent the words of an "Islander", they are to be musically (each character illiciting a unique note) scrolled across the screen.

GAME START

When the game disk is booted, the INTERACTIVE FANTASIES logo program will appear, and then the PRISONER 2 start-up program runs. The game status file (PR.STATUS) is then read in. It contains the following information:

- The quantity of each of the 28 possessions (the first 28 OBJECT words) that the player possesses (all initially set to zero)
- The number of CREDITS on the player's VISICARD (initially set to 500)
- SOUND FLAG: 0 = sound on, 1 = sound off (initially set to 0).
If the sound flag is set to 1, then no sound effects will
- SCORE (initially set to 0)
- BROTHERHOOD-ASSIGNMENT (initially set to 0)
- LIBRARY-ASSIGNMENT (initially set to 0)
- GAME-STATUS: 0 = new game, 1 = old game (initially set to 0)
- MURDER-FLAG: 0 = no murder, 1 = murder (initially set to 0)
- The number of credits stored in the BANK-ACCOUNT (initially set to 0).
- The bank ACCOUNT-NUMBER: 5-digit string, no zeros (initially set to null).
- The RESIGNATION-CODE: 3-digit string, no zeros (initially set to null)
- CLONE FLAG (initially set to 0)

The PRISONER 2 title page, which must include the version number and copyright statement, is then displayed for four seconds. The memory locations containing the parser command 997 is replaced with the proper resignation code.

If the GAME-STATUS is set to NEW-GAME, then a graphic is shown of a filing cabinet with the top drawer, reading TOP SECRET, sliding open. Then a graphic is shown of a file card containing various information. The squares under "MACHINE SCORE REVIEW" randomly change color and beep musically. Finally, the 3-digit resignation code is randomly generated (it must contain not zeros) and displayed on the screen one digit at a time, a tone accompanying each digit. The entire display lasts only a few seconds, not quite long enough for the player to read the contents of the file card. The 5-digit ACCOUNT-NUMBER is also randomly generated, but not displayed.

The WARNING display appears warning the player not to reveal his resignation code. The RESIGNATION-CODE slides out on a piece of paper from a slot. The player must then "PRESS [SPACE BAR] TO CONTINUE."

If the GAME-STATUS is set to NEW-GAME, then the airport display appears. A jet plane flies over the airport terminal. The player must then "ENTER HIS DESTINATION" by typing it on the keyboard; however, regardless of what he types, "THE I" appears on the screen. After the fifth keystroke, the display ends.

THE CASTLE

Maze Section

A 13x13 maze is randomly constructed. If the player does not possess the KEY, then one of the path-locations along the left side is set to contain it. One of the path-locations along the right side is set to contain the maze's exit. Up to 8 of the wall-locations are replaced by chutes. The player's starting position is set to one of the path-locations on the upper left-hand quadrant of the maze.

While the maze is being generated, the computer card display appears. Holes are randomly punched onto the card. If the player happens to press the M key, however, he will see a reverse image of the maze being drawn on the card. Once the maze is drawn (regardless of whether or not he pressed the key to see the drawing), the next display will appear.

A three dimensional view of the player's point of view of the maze for up to three moves ahead then appears on the left side of the screen. On the right side is an outline of the perimeter of the maze, with a "#" appearing in the player's relative position. When the player enters the maze, the message "TYPE F, B, L, or R" appears in the output box.

If the player is in the starting-position, a welcome mat will appear in front of him. If the player is in the exit, he will be transferred to the GOOD MORNING section of the program. If the player is in a chute, he will hear a "falling sound," be sent back to the starting location, and receive the message "...what goes up...". If the player attempts to walk into a wall, he will hear a thump sound and receive the message "STONEWALLED AGAIN." If the player is along a path that contains the key, a key will appear in front of him.

The keyboard will wait for the player to type something in. If he strikes the [ESC] key, he will be transferred to the "GOOD MORNING" section, and his score will be increased by 5 points. The "F" key will move the player up (or forward) and "NORTH" will appear in the "OUTPUT" box. The "B" key will move the player down (or backwards); "SOUTH" will appear. The "L" key will rotate the player's point of view to the left (note: in the Apple version, it moves him left), and "WEST" appears. The "R" key will rotate the player's point of view to the right (note: in the Apple version, it moves him right). Any other keystroke invokes the command parser.

The commands FORWARD, BACKWARD, LEFT, and RIGHT work as described above. If the player types "DROP" he will receive the response "THAT TRICK WON'T WORK HERE," and 25 points will be added to his score. If the player types "GET" and "KEY" then he will receive the key, the key vanishing from the screen, and get the message "A KEY NEEDS A KEYHOLE" if he is in a room containing a key; otherwise he will get the message "I DON'T SEE A KEY HERE." If he types "LOOK" he will receive the message "YOU ARE AT HOME," and if the key is there it will say "YOU SEE A KEY." If he types "INVENTORY," a list of each possession he owns and the quantity will appear on the screen, one at a time followed by the "PRESS [SPACE BAR] TO CONTINUE" prompt, and finally "VISCARD:" followed by the number of credits he has. As always, resignation code and END are implemented. Any other command produces the message "YOU TALK IN CIRCLES".

Good Morning Section

The display containing the island in the ocean and the castle sign appears. The sun rises out of the water, and the words "GOOD MORNING" musically appear overhead. Then the player is asked "WHO ARE YOU?" The player must enter the number to the left of the characters on the menu beneath the sign. If his number

corresponds to

"!", five points are added to his score and he must try again.

"?", three points are added to his score and he must try again.

"#", the message "KNOW THYSELF" appears on the screen. If the GAME-STATUS is set to NEW-GAME then the message "THE CARETAKER WISHES TO SEE YOU AT YOUR EARLIEST CONVENIENCE, #." replaces the menu; if the GAME-STATUS is set to OLD-GAME, then the SPECIAL-CASE variable is set to a random number from 1 to 20. The GAME-STATUS is set to OLD-GAME, and the player is transitioned to the VILLAGE program, positioned in front of building 6.

RESIGNATION CODE, the player is transitioned to the LOSE GAME program.

THE VILLAGE

The island's village consists of twenty buildings with a fence surrounding all sides. The physical layout is thus:

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FENCE FENCE FENCE FENCE FENCE FENCE FENCE
FENCE  1      2      3      4      5  FENCE
FENCE  6      7      8      9     10  FENCE
FENCE 11     12     13     14     15  FENCE
FENCE 16     17     18     19     20  FENCE
FENCE FENCE FENCE FENCE FENCE FENCE FENCE

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The player sees only the building (or fence) that he is standing before. The descriptions of the buildings are:

1: HOSPITAL.

2: CARETAKER'S HOME. The player must possess a KEY to enter.

3: TOWN HALL. The player must possess a TUGA to enter.

4: SWITCH YARD.

5: CARNIVAL. The player must possess a CLOWN SUIT to enter.

6: CASTLE.

7: BANK.

8: COURTHOUSE.

9: THEATRE.

10: GENERAL STORE.

11: NEWS STAND. The player must possess PAPER to enter. When the news stand appears on the screen, the words "EXTRA! EXTRA! READ ALL ABOUT IT" musically print across its front.

- 12: LIBRARY. The player must possess a BOOK to enter.
- 13: SCHOOLHOUSE.
- 14: BAR.
- 15: CHURCH.
- 16: CLOTHING STORE.
- 17: GRAIL HALL.
- 18: RECREATION HALL.
- 19: GEMINI DINER.
- 20: CASINO.

Once the building is drawn, the computer waits for a keystroke. If the player types:

"N", the word FORWARD appears in the OUTPUT box, and the player moves forward one row.

"S", the word BACK appears in the OUTPUT box, and the player moves back one row..

"W", the word LEFT appears, and the player moves left one column.

"E", the word RIGHT appears, and the player moves right one column.

"ESC", the sentence "NO ESCAPE IS POSSIBLE" appears, and the player is sent back to The Castle.

(NOTE: If the player attempts to move past the fence, then he will not be permitted to do so and the message "YOU ARE FENCED IN" will appear in the OUTPUT box.)

Any other keystroke will invoke the command parser. The following commands have these effects:

END: The player is transitioned to the SAVE GAME program.

RESIGNATION CODE: The player is transitioned to the LOSE GAME program.

JUMP: Works only if the player is at the fence. If SPECIAL-CASE was set to 1, then he will be transitioned to the WILDERNESS program. Otherwise, Pax appears (looks like PAC MAN) and jumps up and down on the fence, higher and higher each time. Finally, he disappears off the screen and then the entire screen goes white, as though Pax fell on the player. The player is sent to the CASTLE Program and receives 5 points to his score.

HELL: The message "FRUSTRATED?" appears in the output box and 1 is deducted from the score.

INVENTORY: Works the same as in the CASTLE program.

LOOK, WHERE: If the player has a MAP then the output message is "HERE IS THE", followed by the name of the building in front of him. Otherwise, the output message is "YOU ARE ON THE ISLAND."

BUY followed by PAPER or ISLANDER: Works only if the player is in front of the newstand. If the player typed PAPER instead of ISLANDER then the output message is "WHICH ONE?" and he must type a response; if the response was not ISLANDER, then the message is "SORRY, WE ONLY CARRY THE ISLANDER", and he is returned to the command parser. If he has no money, then the message is "YOU DON'T HAVE THE MONEY". Otherwise, his credit is reduced by 1, and the player is given PAPER possession. A display of the newspaper is displayed and will stay up until he responds to the prompt "PRESS <SPACE BAR> TO CONTINUE". If the MURDER-FLAG is set, the headline will read "# LINKED WITH MURDER". If the newspaper BROTHERHOOD-ASSIGNMENT was completed, the headline is "DEUS EX MACHINA". Otherwise, one of these headlines will be displayed:

SCHOOL AWARDS DIPLOMA
BIG WINNER AT CASINO
TOWN HALL RETIREE GETS GOLD WATCH
CARETAKER URGES UNITY
THE COMMITTEE TO MEET TODAY
THEATRE PROVIDES ESCAPIST ENTERTAINMENT
CARETAKER BRINGS NEW SECURITY SYSTEM ON-LINE
THE CONSTELLATION SIRIUS MAY BE SEEN TONIGHT
ZONING COMMISSION WILL NOT BUDGE TO ALLOW PINBALL IN BARS
RECREATION HALL OFFERS WILDERNESS SURVIVAL PROGRAM

IN: Works only in front of a building. If the player needs a possession which he doesn't have to enter, he receives the message "YOU NEED A", followed by the possession. If SPECIAL-CASE is set to 1 and the building is not number 6, then he is told "THE DOOR IS BOLTED". If the player possesses a keyhole and the building is 17, he is told "THIS BUILDING IS CONDEMNED". If the MURDER-FLAG is set and the building is not 1, 2, 6, or 15; or if it is 11 and the newspaper BROTHERHOOD ASSIGNMENT was not given then the message is "THEY WON'T LET YOU IN". Otherwise, the appropriate building program is run.

All other commands produce the message "YOU TALK IN CIRCLES".

WILDERNESS

The forest

The forest is an 11x19 terrain grid. Each location in the grid will contain either a plain, a tree, or a mountain. There is a 11/36 chance that the location is a tree and 5/36 chance that it is a mountain; otherwise it is a plain. The grid is reconstructed each time the player moves off the border. When it is reconstructed, there is a 1/3 chance that one of the plain locations will be set to contain the train depot.

If this is the first grid constructed, the #-man character is placed on the center left hand side of the screen.

#-man is superimposed over his grid location. If he occupies the grid containing the train-depot, then the player is transitioned to the train-depot section of the program. Otherwise, the computer waits for a keystroke. While waiting, if pax is not on the screen and SPECIAL-CASE is not set to 1, then there is a 1/20 chance of him appearing on the screen, in which case he will appear in one of the four corners.

When Pax is on the screen, he will continuously "look" for the player and move accordingly. If the player is in a plain, he will automatically be spotted; in a tree location there is a 1/4 chance; and in a mountain only a 1/9 chance. If Pax sees the player he will move one location towards the player; otherwise he will move randomly. As he moves, he opens and closes his mouth, looking much like Pac-Man, but not enough to be sued. If he lands on #-man, the player is sent back to the Castle with 20 points added to his score.

If the player presses "U", then the player moves up, "D" down, "L" left, and "R" right; however, if the player was on a tree or mountain, there is only a 1/2 and 2/3 chance respectively of the player actually moving. If the player moves off of the grid, then the grid is reconstructed, with the player reappearing on the opposite border.

The Train Depot

The train depot display appears. If SPECIAL-CASE is 1, then the departure sign will read "DESTINATION: THE CITY"; otherwise it will read "DESTINATION: THE ISLAND". The output prompt reads "DO YOU WANT A TICKET?" If the player answers "NO" then he will be sent back to the forset display (but the grid will not be reconstructed). If he answers "YES" then he will be sent to THE CITY program if SPECIAL-CASE was 1; otherwise he will be sent to THE CASTLE. All other replies are ignored.

THE CITY

The screen fills in white, and then parts to black like two elevator doors opening. A directory appears on the left side of the screen listing THE COLONEL, THE GENERAL, THE DIRECTOR, THE CHIEF, and THE SECRETARY, and the message "WHO DO YOU WISH?" appears beneath the listing. The computer then waits for you to enter a number from 1 to 5, any other keystroke illiciting a buzz.

When the number is selected, the title corresponding to the letter lights up in inverse. Then the Fingerprint Analyzer appears on the right side of the screen. The directions appear: "PLACE YOUR FINGERS ON THE FOLLOWING KEYS A S D F J K L". The computer then waits for a keystroke. If you type a valid key, then it lights up the letter in the instructions. The computer waits until all 8 keys (in any order) have been eventually depressed.

Random numbers flash and tones sound in the lower window of the fingerprint analyzer for 35 times. Then, underneath the window "++ RESIGNED AGENT ++" flashes in red and buzzes ominously. Then the message "CLEARANCE GIVEN" appears beneath, and the screen display dissolves.

The display of a man sitting at a desk appears. On the desk's nameplate, the title that the player selected from the directory appears. A cartoon speech balloon appears above the man. The following sentences slowly print and then erase within it: "WELL, WELL. LOOK WHO'S RETURNED", "WE HAD GIVEN YOU UP FOR LOST.",

"FIRST YOU RESIGN", "THEN YOU DISAPPEAR WITHOUT A TRACE", "AND NOW YOU COME BACK.", "SOME OF US HAD THOUGHT YOU", "HAD GONE OVER TO THE OTHER SIDE.", "SORRY TO SEEM DISTRUSTING, BUT", "WE NEED PROOF THAT YOU'RE NOT", "A DEFECTOR."

Finally it asks "WHAT IS YOUR RESIGNATION CODE?" A smaller balloon appears, with its tail pointing offscreen. The player must then enter a input up to three characters long. If he enters his resignation code, the LOSE GAME routine is run. If he doesn't enter it, the following messages appear in the big balloon: "YOU WERE LOYAL. THAT'S NOT LIKE YOU.", "WE'LL LET YOU THINK FOR A WHILE."

The jail cell display appears. If after about twenty seconds, the player does not press the ESC key, the player is returned to the man at the desk, at the point where he asks about the resignation code. If the player did press the ESC key, however, he is sent back to the Castle.

THE HOSPITAL

SPECIAL-CASE Equals 10 Or 11

The shock treatment control panel is displayed. In the instruction box, the message "# IS ENTERING THE SHOCK TREATMENT LAB" appears. In the monitor window, #-man is seen walking into the electrode booth. Once inside, the new message is "WE ARE NOW ATTACHING THE ELECTRODES TO HIM". After a five second delay, "IF YOU SUCCEED IN MAKING OUR SUBJECT TALK, EXAMINER, YOU WILL BE GIVEN A NEW ASSIGNMENT OFF OF THE ISLAND". Another five second delay and the message is cleared. Voltage is set to 1.

A blip moves across the cardiograph, jumping upwards and back down at the 1/3 and 2/3 way marks; the height of the jump is inversely proportional to the voltage being applied. If the player presses:

"I" and the voltage is less than 20, then the voltage increases by one.

"ESC" then the player loses voltage-1 points from his score and is returned to outside of the hospital building in the village.

"V", the figure in the booth flashes and appropriate sound affects are given for the electric shock. If the voltage >5 then the response is "NEVER", voltage > 10 it is "STOP", >15 it is "HURTS". If it is equal to 20 then there is a 2/3 chance of it being a random 3-digit number, and a 1/3 chance of it being the resignation-code. If the voltage is less than a random number from 1 to 20, then the response is "UHhhh". The response is printed in the response box

"T", the message "THAT'S NOT CORRECT" appears in the message box if the response was not the resignation code. Otherwise, the message "WE HAVE MET THE ENEMY AND IT IS US" appears, and the LOSE GAME program is run.

The program then goes back to drawing the next cardiograph blip.

SPECIAL CASE Not Equal To 10 or 11

The Lobby

The hospital lobby is displayed. "BYE" or "BACK" sends the player to the outside of the building, "LEFT" to Free Association, "FORWARD" to Shock Treatment, and "RIGHT" to Psychomotor Skills. "LOOK" produces the response "YOU ARE IN THE LOBBY." As always, the "END" and resignation-code commands should be implemented.

Free Association

The free association display is drawn. Select from 5 to 10 the number of times the process is to be repeated.

In the left box, one of the words "CONFORMITY", "AUTHORITY", "HARMONY", "OBEDIENCE", "TRADITION", "ORDER", or "DEPENDABILITY". Then the command parser is invoked. If the player types in "SELF" or equivalent, the computer will fake a syntax error. The screen will display the text page with the message "?SYNTAX ERROR IN LINE " followed by the resignation code. The "]" prompt will appear, waiting for an input. If the player types:

An input of length less than 3, it will respond with "?SYNTAX ERROR" and go back to wait for another input.

If the first fourteen characters are "RUN THE ISLAND" and the player was given the "Run The Island" brotherhood assignment, then the BROTHERHOOD-ASSIGNMENT variable is set to indicate that it was done, the file message will be "DELUSIONS OF GRANDEUR", and the Psychological Profile section will be run.

If any three characters in the line was the resignation code, then the LOSE GAME program is run.

If any three are "LIS", then the program is listed, and the computer will allow another input.

If any three are "PR#", "NEW", or "RUN" then analysis message will be "EASILY DISCOURAGED", and the psychological profile section will be run.

If any three are "FUC", "SHI", "HEL", or "DAM" then the analysis message will be "EASILY FRUSTRATED", and the psychological profile section will be run.

Otherwise the psychological message will be "ANTI-SOCIAL".

If after the selected number of words, the player did not enter a type .9 verb, then the message will be "ADAPTING NICELY".

Shock Treatment

The shock treatment display appears. The initial voltage is set to 1.

If the player's number of credits is less than one, then credit is set to 0, "EXPERIMENT ABORTED" appears in the examiner window, and the player is sent to the lobby. Otherwise the and credits are displayed in their appropriate windows.

The examiner box has the message "WHY DID YOU RESIGN?", and the player must enter a 3-character response into the subject window. If the player enters his resignation code, then the LOSE GAME program is run. Otherwise, the examiner window reads "VOLTAGE NOW ON", voltage sound effects go off, cardiograph affects appear in the remaining window all relative to the amount of voltage being

applied. Credit is reduced by the amount of voltage, voltage is increased by one. If a random number between one and the SCORE is less than the voltage, then the analysis message is "EASILY SHOCKED", and the psychological profile section is run.

If the voltage is less than 10, then the program goes back to the point where it checks that the CREDIT is less than one. Otherwise, the examiner window reads "EXPERIMENT NOW OVER", and there is a two second delay before the psychological profile appears with the analysis message "UNRESPONSIVE".

PSYCHOMOTOR SKILLS

The screen blanks out, and the current "level" is set to one. A colored frame appears in the outermose perimeter of the screen.

A random letter is chosen. The center of the screen reads "TYPE" followed by the letter. The keyboard then waits for the user to type in the letter, clicking the speaker while waiting. If the player waits more than the level number multiplied by 5 speaker clicks, then the "level" number is increased by one, and another frame is drawn within the previous one. Otherwise, the level is decreased by one, and the last frame disappears.

If the level reaches zero, then the player is sent to the psychological profile with the analysis message "IMPULSIVE", and his score is increased by 10. If the level reaches 10 then he is sent to the psychological profile with the message "ADAPTING NICELY." Otherwise, the program goes back to choosing another letter.

PSYCHOLOGICAL PROFILE

A filecard appears on the screen, reading "SUBJECT: #". "SUBJECT IS" followed by the analysis message. After a two second delay, the player is sent to the lobby.

CARETAKER'S HOME

The Hallway

The hallway display appears. The player can enter the following commands:

END, Resignation Code, INVENTORY, BACK, OUT, BYE, LEAVE: These commands work as usual.

LOOK: The OUTPUT box responds with "YOU ARE IN A HALLWAY."

FORWARD or IN: If the player does not have a KEYHOLE, then the OUTPUT box responds with "YOU NEED A KEYHOLE." Otherwise, he is sent in to see the Caretaker.

The Caretaker

The Caretaker display is shown. The PLUG FLAG is set to 0. The Caretaker says, "GOOD MORNING, #. CAN YOU BE HELPED?" However, each time before the Caretaker speaks, the radar antenna circle a few times, and the Caretaker's image jumps back and forth between the 6 different television screens.

The keyboard is checked. If the PLUG FLAG is on and the player types ESC, I, RIGHT ARROW, RIGHT ARROW, RIGHT ARROW, and RETURN keys so that the cursor goes up one line and copies over the 3 character long plug, the WIN GAME section is run. (NOTE: substitute equivalent editing commands to the Apple's on the target computer).

Otherwise, the command parser is invoked. When the player enters (OUT and OFF are treated as RUN):

Resignation Code: The LOSE GAME section is run.

END: The game is saved.

YES, or NO SELF: The caretaker responds with "SPOKEN LIKE A TRUE ISLANDER", "ALL BENEFIT FROM COOPERATION", or "A FINE CITIZEN".

ISLAND COMPUTER: If the player's SCORE is less than 750, then the Caretaker says "YOU ARE NOT READY FOR THAT REALIZATION", and the player must enter something else. Otherwise a three character socket appears on the screen, and the PLUG FLAG is turned on. If the player's SCORE is greater than 850, then the message "MANUFACTURER'S NOTE, PRESS [ESC] ONCE, PRESS [I] ONCE, PRESS [RIGHT ARROW] THREE TIMES, THEN PRESS [RETURN]" appears.

MARY, HELL, CLOWN, LAMB: The player's score decreases by 5, and the Caretaker says, "WE MUST HAVE OVERESTIMATED YOUR I.Q."

WAR, KILL, PEACE: The Caretaker says "WAR IS PEACE."

IGNORANCE, DIPLOMA, PAPER, BOOK, STRENGTH, ISLANDER: The Caretaker says "IGNORANCE IS STENGTH."

SELF: There is a 1 in 3 chance that the Caretaker will say "YOU ARE ANTI-SOCIAL" and increase your SCORE by 5. Otherwise, he will say "FREEDOM IS SLAVERY."

SLAVERY: The caretaker will say "FREEDOM IS SLAVERY."

BROTHERHOOD: Your SCORE will increase by 1, and the Caretaker will say "THE BROTHERHOOD IS A MYTH."

INFORMATION: The Caretaker will say "WHY DID YOU RESIGN?"

WHY followed by GET, WANT, RUNS, HERE, or GAME: The Caretaker will say either "WE WANT INFORMATION." or "MANY PEOPLE ARE INTERESTED IN WHAT YOU KNOW."

WHO or WHAT, followed by RUNS, CARETAKER, or YOU: The Caretaker responds with "I AM THE CARETAKER FOR THE MASTER." :b1 WHERE followed by HERE, YOU, or CARETAKER: The Caretaker responds with "EVERYWHERE".

MASTER, #, or WHO followed by I: The caretaker says "YOU ARE #."

WHERE I, or WHAT HERE: The Caretaker says "THE ISLAND."

WHEN RUNS, or LONG followed by YOU or CARETAKER: The Caretaker says "I AM TEMPORARY".

WHEN followed by GET, WANT, or HERE: The Caretaker says "YOU HAVE ALWAYS BEEN IMPRISONED."

LONG: The Caretaker says either "AS LONG AS IT TAKES" or "THE SOONER THE BETTER"

WHEN RUN: The caretaker says "YOU WILL REMAIN UNTIL YOU TELL US WHAT WE WANT TO KNOW".

PERCOLATOR: The caretaker says "YOU HAVE NO GROUNDS."

LIST, PR#6, GAME, SWITCH: The Caretaker says "WHAT IS THIS OBSESSION WITH MACHINES?"

SELL, DEPOSIT, WITHDRAWAL, or LOAN: The Caretaker says "YOU MUST BALANCE YOUR OWN CHECKBOOK."

GET, INVENTORY, STEAL, GOLD, SILVER, BROOMSTICK, or TREASURE: The Caretaker says "YOUR MOST VALUABLE POSSESSION IS IN YOUR HEAD."

HELP or UMBRELLA: The Player's SCORE decreases by 10, and the Caretaker says "HOW SHELTERED YOU ARE."

RUNS: The Caretaker says: "THE BODY CAN HAVE BUT ONE MIND".

Directional adjective or COMPASS: The Caretaker says "YOU HAVE NO DIRECTION."

PLUG and the PLUG FLAG is not set: The Caretaker says "I SEE NO PLUG".

BYE, OUT, or PLUGH: The Caretaker says "I'LL TELL YOU WHEN YOU CAN LEAVE."

NO I: The Caretaker says "BY HOOK OR BY CROOK, YOU WILL."

NO YOU: The Caretaker says "BY HOOK OR BY CROOK, WE WILL."

KEY or KEYHOLE: The Caretaker says "UNLOCK THE INFORMATION IN YOUR HEAD."

QUIT: The Caretaker says "DON'T WASTE MY TIME WITH LIES".

WHY: The Caretaker says "LIFE HAS NO MEANING."

RUN, OVER, or RAFT: The Player's SCORE increases by 10, and the Caretaker says either "ESCAPE IS IMPOSSIBLE" or "SUCH THOUGHTS ARE PUNISHABLE."

CLONE: The Caretaker says "YOU WILL ONLY DOUBLE YOUR TROUBLES."

Question Adjective: The Caretaker says either "THAT WOULD BE TELLING.", "DON'T YOU KNOW?", or "SO INQUISITIVE, #."

NO: The SCORE increases by 1, and the Caretaker says either "DON'T BE SO NEGATIVE." or "COOPERATION WILL MAKE YOUR LIFE EASIER."

HERE: The caretaker says either "NO MAN IS AN ISLAND" or "WE ARE RESPONSIBLE FOR OUR OWN IMPRISONMENT."

If the input contained any other words, then the Caretaker will respond with one of the following phrases: "HAVE YOU ANY MORE TO SAY?", "CONFESSION IS GOOD FOR THE WHOLE.", "PLEASE, GO ON.", "YOU SAY THE MOST AMUSING THINGS.", "YOU SOUND LIKE YOU ARE ADAPTING NICELY HERE.", or "OUR SESSION IS OVER. TAKE CARE, #.". If the last message is given, the player is sent to the outside of the building.

At the end of all other Caretaker responses, the player must enter a new input.

TOWN HALL

Special Case Is Less Than 15

The Free Information display is shown. The command parser is implemented within the IDENTIFICATION box. If the player does not enter "#", then he is returned to the outside of the Town Hall.

The computer then waits for the player to press a number on the keyboard. If the player types:

0, for LEAVE, he is sent to the outside of the Town Hall.

1, for WHO, the message "YOU ARE #" appears in the large right window.

2, for WHAT, the screen clears, a CATALOG is preformed, and the display returns.

3, for WHEN, prints in the large right window the message "LATER", or "SOON" if the SCORE is greater than 500, or "NOW" if the score is greater than 1000.

4, for WHERE, a 5x4 grid representing the Island's layout appears in the large right window. The one corresponding to the Town Hall has an X in it, and the message "YOU ARE HERE" appears beneath.

5, for WHY, the screen "freaks out" for a while, tones go off, the disk drive activates, and it looks as though the computer will blow a fuse. The display eventually returns.

6, for HOW, the message "YOUR ACCOUNT # IS ", followed by the ACCOUNT NUMBER, appears in the large right window.

After responding to a number key, except 0, the computer goes back to waiting for another number to be pushed.

SPECIAL CASE is greater than 14

The Town Hall control panel appears. POWER, FOOD, WATER, SURVEILLANCE, SECURITY, GATES, INTERNAL COMMUNICATION, and EXTERNAL COMMUNICATION are all set to 1. POPULATION is set to 1000 and DEATHS are set to 0. The following message scrolls across the OUTPUT box: "GREETINGS, #. THIS IS OUR TOWN HALL. FROM HERE YOU HAVE COMPLETE CONTROL OF THE ISLAND. WOULD YOU BE INTERESTED IN BEING CARETAKER FOR A WHILE?". The command parser is invoked. If the player did not type "YES" then the message "I AM GLAD TO SEE THAT YOU ARE HAPPY WITH THE WAY THINGS ARE. TAKE CARE." is scrolled, the SCORE is deducted by 20 and the player is returned to

the outside of the Town Hall.

Otherwise, this message is scrolled: "VERY WELL, LET'S SEE IF YOU CAN MAKE A DIFFERENCE."

The computer then waits for a keyboard entry. While it is waiting, it runs the Island Simulation (see below). Then, if the key that the person entered is not a number between 0 and 9, it beeps and continues to wait.

The appropriate number on the control menu lights up. If the player pressed the 0 key and either the CONTROL-COUNT was less than 99 or the DEATHS were greater than 0, then the message "NOT A VERY IMPRESSIVE PERFORMANCE, #. I'M SURE YOU NOW APPRECIATE HOW WELL THINGS ARE RUN AROUND HERE." is scrolled, and the player is returned to the outside of the Town Hall. But if he presses 0 under other circumstances then the message "IN APPRECIATION FOR A JOB WELL DONE, I AM PRESENTING YOU WITH THIS GOLD WATCH AND A PLACE TO RETIRE....THE ISLAND" is scrolled, a GOLD WATCH is added to the player's possession list, and he is sent to the outside of the Town Hall.

If the number was not 0, then the computer waits for a keystroke. Until the player presses a number key, a left arrow key, or a right arrow key, the Island Simulation is run. If the player presses a number between 0 and 8, then that number on menu lights up instead, and the computer goes back to check if that number is zero.

If the key was the left arrow key, then it decrease the value of the chosen menu selection by .01. If it was the right arrow key, then it is increased by .01. But in no case may it go below 0 or above 1. The CONTROL COUNT is increased by 1. If it goes above 32000, it is set to 1000. If it is evenly divisible by 10, then the Island Simulation is run once.

The value of the selection is displayed on the menu as a percentile (multiplied by 100). The computer then waits for another keystroke.

Island Simulation

Here, RND(1) means a random number between 0 and 1.

If the POPULATION is less than 950 then there is 1/6 chance that more prisoners will be added to the Island. A number between 1 and 99 is added to the POPULATION, and the message "MORE PRISONERS HAVE ARRIVED ON THE ISLAND" is sent through the external communications radio (see below).

The GATE value is multiplied by $(.95 + \text{INTERNAL COMMUN.}/10) * (.9 + \text{POWER}/10)$. COLOR is set to black; otherwise, if RND(1) is less than the GATE VALUE, the COLOR is set to red, and if RND(1) is greater than SECURITY and the POPULATION is greater than 0, then an integer between 0 and 1 is chosen, added to ESCAPEES, and subtracted from POPULATION.

The gates are drawn around the island image on the control screen in the appropriate COLOR. If RND(1) is greater than GATES, and RND(1) is less than SECURITY and RND(1) is less than SURVEILLANCE, then the GATES are increased by $\text{RND}(1) * (1 - \text{GATES})$, and the message "SECURITY IS REPAIRING THE GATES" is sent through the internal communications radio (see below).

SECURITY is multiplied by $(.9 + \text{INT. COMM.}/10) * (.95 + \text{WATER}/20) * (.95 + \text{FOOD}/20)$. If ESCAPEES is greater than 0, then choose an integer between 0 and one less than the number of ESCAPEES. Subtract this from ESCAPEES, and

add to the POPULATION. Send the message "SECURITY HAS CAUGHT SOME ESCAPEES" through the internal communications radio.

If SECURITY is less than .5 and RND(1) is less than EXTERNAL COMMUNICATIONS then there is a 3 in 13 chance that SECURITY will be increased by $RND(1) * (1 - SECURITY)$, causing the message "HEADQUARTERS IS REINFORCING OUR SECURITY" to come across the external communications radio.

If there is a fight going on and RND(1) is less than SECURITY, then the message "SECURITY HAS BROKEN UP THE FIGHT" comes across the internal communications radio, and the fight is removed from the display.

If there is not a fight and RND(1) is greater than SECURITY then there is a 3 in 13 chance that a fight will start (an F will appear somewhere in the village display), and the message "A FIGHT HAS STARTED" will come across the internal communications radio.

If there is a fight then there is a 1 in 10 chance that DEATHS will be increased by 1, POPULATION will decrease by 1, and the message "SOMEONE WAS KILLED IN THE FIGHT" will come across the internal communications radio. The fight will stop.

If there is a riot and RND(1) is less than $SECURITY/10$ then the message "SECURITY HAS STOPPED THE RIOT" will come across the internal comm. radio; the riot will leave the display.

If there is no riot, and RND(1) is greater than SECURITY, and RND(1) is greater than FOOD, and RND(1) is greater than WATER then there is a 2 in 11 chance that the message "THERE IS A RIOT ON THE ISLAND" will come across the internal comm. radio, and an R will appear in the display.

If there is a RIOT, then the number of people who died in it will be the integer value of $RND(1) * POPULATION/10$. If this number is greater than 0, then DEATHS will be increased by that number, POPULATION will be decreased by that number, and the message "SOME PEOPLE WERE KILLED IN THE RIOT" will come across the internal comm. radio. The riot will not stop.

INTERNAL COMMUNICATIONS is multiplied by $.95 + POWER/20$. EXTERNAL COMMUNICATIONS is multiplied by $.9 + POWER/10$. SURVEILLANCE is multiplied by $(.9 + POWER/10) * (.95 + INTERNAL COMMUNICATIONS/20)$. FOOD is multiplied by $(.95 + POWER/20) * (.95 + INTERNAL COMMUNICATIONS/20)$.

If POWER is less than one then there is a 6/105 chance that power will be increased by $RND(1) * (1 - POWER)$. The message "HEADQUARTERS IS FIXING OUR POWER LINES" will come across the external communications radio.

If there were any DEATHS and SECURITY is less than $RND(1)/50$ and WATER is greater than .75 then WATER will be halved, DEATHS will be increased by 0 through 2, and the message "SABOTEURS HAVE BLOWN UP OUR WATER LINES" will come across the internal comm. radio.

All values are then adjusted so that they are neither less than 0 nor greater than 1, and are then printed as an integer percentile on the control panel. If the DEATHS are greater than 500, then the player's turn are running the Island is automatically over.

Internal Communications Radio

If RND(1) is less than INTERNAL. COMM. then the message will scroll across the OUTPUT window.

External Communications Radio

If RND(1) is less than EXTERNAL COMM. then the message will scroll across the OUTPUT window; however, if RND(1) is greater than SECURITY, then the message will be encoded in graphics characters.

SWITCH YARD

This is a building comprised of 12 rooms, from which you may proceed from four directions: FORWARD, LEFT, RIGHT, BACK. Each time the building is entered, the SIT FLAG is turned off and the internal arrangement of the rooms is randomly constructed. Going in a direction from rooms 1 to 12 will lead to only rooms 1 to 9 with the following exceptions noted below. Rooms 10 to 12 may be gotten to by only one direction from one of the first nine rooms.

Descriptions of Rooms:

- 1: A room with three doors, a large R appears on the back wall. FORWARD from here leads to the outside.
- 2: Same as above, but with a different color and a large "U".
- 3: Same as above, but with a different color and a large "B".
- 4: Same as above, but with a different color and a large "I".
- 5: Same as above, but with a different color and a large "K".
- 6: Same as above, but with a different color and a large "C".
- 7: Same as above, but with a different color and a large "U".
- 8: Same as above, but with a different color and a large "B".
- 9: Same as above, but with a different color and a large "E".
- 10: THE GREAT CHAIR. If one were to sit in it, strange things will happen (see below for details).
- 11: THE SWITCH ROOM. Depending on the setting of the SOUND FLAG, the switch will be up or down (see below for details).
- 12: THE EXIT. A long hallway shows the way out. Going FORWARD from here leads to the outside of the Switchyard.

The following words may be implemented from the command parser:

END: Saves the game.

Resignation Code: Loses the game.

WHERE: Produces the message in the OUTPUT window: "YOU ARE IN THE

SWITCHYARD."

INVENTORY: Produces an inventory listing.

DROP: Produces the message in the OUTPUT window: "THAT TRICK WON'T WORK HERE."

SIT: If room=10 then an image (made up of # signs) of a person appears in the chair. In the window above the chair, the numbers 0 through the value equal to the SCORE (if the SCORE is less than 0, then it remains at 0), appear in the window, clicking as the numbers rise. Various sound effects go off, and zeros appear in the A and B windows. The SIT FLAG is turned on.

MARY LAMB: If room=10, the SIT FLAG is on, and the BROTHERHOOD ASSIGNMENT was to say "MARY HAD A LITTLE LAMB", then the SIT FLAG is turned off, the BROTHERHOOD ASSIGNMENT is set to indicate that that assignment had been completed, and the melody from "MARY HAD A LITTLE LAMB" is played.

SWITCH: If room=11 then the SOUND FLAG changes from what it once was (from OFF to ON, or ON to OFF), and the switch changes positions with a loud click.

FORWARD: If room=12 or 1 then the player is sent to the outside of the Switchyard. If the room is less than 10, the player goes to the predetermined room.

BACK, LEFT, RIGHT: The player goes into the predetermined room along that direction.

Any other commands produce the response "YOU TALK IN CIRCLES".

CARNIVAL

The carnival display appears on the screen. A cursor appears on the screen next to "TYPE WT OR BYE", and the computer waits for a keystroke. If the player presses the [ESC] key, then it waits for a key. If the player presses the 'I' key, then the cursor inverses the "W" of the lowest "WT", and the computer waits for a key. If the player presses the [LEFT ARROW] key three times, the cursor will move over the "WT." Finally, if the player presses [RETURN] then the large "WT" appears at the right end of the teeter-totter, sending the left end up and #-man flying through the air and out through the roof (note: if the player does not follow the above sequence, control is returned to the command parser as outlined in the paragraph below). #-man lands next to the filing cabinet. If the player fails to press the keyboard within 2 seconds, a siren sounds and he is sent back to the castle. Otherwise, his score is increased by 10. If he does not have matches or the BROTHERHOOD-ASSIGNMENT was not set to "SET FILING CABINET ON FIRE" then he is returned to outside of the carnival. Otherwise, #-man extends a match, flames appear over the filing cabinet, the BROTHERHOOD-ASSIGNMENT is set to the completed mission status, and the player is returned to outside of the carnival.

The following commands are implemented in the command parser:

"BYE", the player is returned to outside of the carnival.

"WT", another regular "WT" is added to the right side of the teeter-totter.

Once five weights are added, the teeter-totter teeters, sending #man up in the air to catch the balloon and bring it down to the ground with him. His score is decreased by twenty, printed on the screen, and the player is returned to the outside of the carnival.

THE BANK

Special Case Equals 5

A display of the safe is shown. The command parser is engaged. If the user types:

KNOB: A digit of the resignation code shows in one of the three tumbler windows for each time the user types "KNOB". At the third time (all three digits of the resignation code being shown), the player is sent to the LOSE GAME routine.

OPEN: The message "THE SAFE IS LOCKED" is displayed in the OUTPUT window.

OUT or RUN or BACK or BYE, the player is sent to the outside of the bank.

INVENTORY and LOOK work as in all other rooms.

Special Case Is Not Equal to 5

The bank display is shown, and "CAN YOU BE HELPED?" musically scrolls across the OUTPUT window. The command parser is implemented; if the player types:

OUT or RUN or BYE or BACK or NO send the player to the outside of the bank.

OPEN or KNOB causes a siren to sound, and the player is sent to the CASTLE.

INVENTORY and LOOK work as in all other rooms.

DEPOSIT: the message "ENTER BANK ACCOUNT #" musically scrolls across the OUTPUT WINDOW, and the player must enter a number. If the player enters his resignation code, he is sent to the LOSE GAME routine. If he does not enter his BANK ACCOUNT NUMBER the message "YOU DO NOT HAVE THE PROPER IDENTIFICATION" musically scrolls. Otherwise, the message "WHAT AMOUNT?" scrolls, and the user must enter a number. If it is equal to 0 or greater than his number of credits, then the message "YOU SHOULD SEE PROFESSOR WORM" is scrolled. Otherwise, the amount is deducted from his credits and the amount in his bank account is multiplied by 1.06 and added by the amount entered.

WITHDRAWAL: the message "ENTER BANK ACCOUNT #" musically scrolls across the OUTPUT WINDOW, and the player must enter a number. If the player enters his resignation code, he is sent to the LOSE GAME routine. If he does not enter his BANK ACCOUNT NUMBER the message "YOU DO NOT HAVE THE PROPER IDENTIFICATION" musically scrolls. Otherwise, the message "WHAT AMOUNT?" scrolls, and the user must enter a number. If it is equal to 0 or less than his number of credits, then the message "YOU SHOULD SEE PROFESSOR WORM" is scrolled. Otherwise, the amount is deducted from his bank account and added to his credits.

LOAN: the message "ENTER BANK ACCOUNT #" musically scrolls across the OUTPUT

WINDOW", and the player must enter a number. If the player enters his resignation code, he is sent to the LOSE GAME routine. If he does not enter his BANK ACCOUNT NUMBER the message "YOU DO NOT HAVE THE PROPER IDENTIFICATION" musically scrolls. Otherwise, the message "WHAT AMOUNT?" scrolls, and the user must enter a number. If it is equal to 0 or greater than 10000 then the message "TOO MUCH" is scrolled. Otherwise, the player is checked to see if he has possessions 7 through 12 (tie, 3 piece suit, gold watch, diploma, cross, and percolator). If he does, the message "THE LOAN IS APPROVED. PLEASE ACCEPT THIS FREE GIFT: A SILVER DOLLAR" is scrolled, a silver dollar is added to his list of possessions, his score is increased by 50, the loan amount is added to his credits, and all six possessions are taken away. Otherwise, it scrolls "YOU NEED THE FOLLOWING ITEMS FOR COLLATERAL:", and it displays the items he does not have on the board to the left of the teller.

THE COURTHOUSE

The courthouse display appears on the screen. The message "HEAR YE! HEAR YE! COURT IS NOW IN SESSION." musically scrolls across the OUTPUT window. The TRIAL COUNT is set to 1.

Depending upon the setting of the TRIAL COUNT, the following messages are printed in the DEFENDER and PROSECUTOR windows:

- 1: DEFENDER: "INCREASE CREDIT BY 1". PROSECUTOR: "DECREASE SCORE BY 2".
- 2: DEFENDER: "INCREASE SCORE BY 2". PROSECUTOR: "DECREASE CREDIT BY 4".
- 3: DEFENDER: "INCREASE CREDIT BY 4". PROSECUTOR: "DECREASE SCORE BY 8".
- 4: DEFENDER: "INCREASE SCORE BY 8". PROSECUTOR: "DECREASE CREDIT BY 16".
- 5: DEFENDER: "INCREASE CREDIT BY 16". PROSECUTOR: "DECREASE SCORE BY 32".
- 6: DEFENDER: "INCREASE SCORE BY 32". PROSECUTOR: "DECREASE CREDIT BY 64".
- 7: DEFENDER: "INCREASE CREDIT BY 64". PROSECUTOR: "DECREASE SCORE BY 128".
- 8: DEFENDER: "INCREASE SCORE BY 128". PROSECUTOR: "LOSE ALL POSSESSIONS".
- 9: DEFENDER: "INCREASE CREDIT BY 256". PROSECUTOR: "RESET GAME TO NEW".
- 10: DEFENDER: "INCREASE SCORE BY 512". PROSECUTOR: "INITIALIZE DISKETTE".

The player's SCORE and CREDIT is printed in the appropriate windows, and the message "WILL YOU PUT YOURSELF ON TRIAL?" musically scrolls across the screen. The command parser is implemented, and if the player answers "NO" or "BYE" or "BACK" then he is sent back to the outside of the courthouse.

If a random number between 1 and 2000 is less than the SCORE, then a word of 3 to 8 random letters is constructed, otherwise, one of these words are chosen: FREEDOM, LIBERTY, LICENSE, INDEPENDENT, AUTONOMY, SOVEREIGN, AUTARCHY, LIBERATION, ANARCHY, ESCAPE, RELEASE, HOPE, FREE, DIGNITY, INDIVIDUAL, RESPECT, or PRIVACY. Under the gallows, an underline is printed for each character in the chosen or constructed word. The WRONG LETTER and RIGHT LETTER count is set to 0.

The computer then waits for the user to type in a letter. If the player types in a letter that:

- * he has previously chosen: then it is ignored, and he must enter another letter.

- * matches a letter in the word: All the letters in that word that match replace the appropriate underline marks, the RIGHT LETTER count is increased by the number of matching letters, and the letter is added to the list of chosen letters, which appears in the INPUT window. If the RIGHT LETTER count equals the number of letters in the word, then the message "THE VERDICT IS NOT GUILTY" scrolls across the OUTPUT window, promise that appears in the "DEFENDER" box is carried out, and the TRIAL COUNT is increased by 1; however, if the TRIAL COUNT is then equal to 11, the word TILT appears underneath the SCORE/CREDIT box, the message "WINNING IS LOSING" scrolls through the OUTPUT box, and the player is sent to the outside of the Courthouse.

- * matches no letters in the word: the WRONG letter count is increased by 1, a new body part appears in the gallows (in order: noose, head in noose, torso, left arm, right arm, left leg, right leg), the judge "laughs" (mouth opening and closing, appropriate sound effects) for a time proportional to the WRONG LETTER count, and the letter is added to the letter list, appearing in the OUTPUT box. If the body is completed, then the message "THE VERDICT IS GUILTY" scrolls across the OUTPUT box, the "sentence" in the PROSECUTOR box is carried out (NOTE: for "GAME STATUS SET TO NEW", all of the variables maintained in the game file are set to their initial values; for "INITIALIZE DISKETTE", disk sounds are heard, but the diskette is not actually initialized; instead, the player is sent to the Castle), and the TRIAL COUNT is increase by 1.

The new SCORE and CREDIT values are printed, and the game goes back to displaying the new DEFENDER and PROSECUTOR messages and asking the player if he wants to put himself on trial.

THEATER - SCENE 100 OF THE COURT TRIAL

THE THEATER

The Theater display appears. Then the following cycle of "films" appear on the "movie screen":

A number sign appears in the movie screen, being chased by Pax. The following message musically scrolls in the OUTPUT box: "ALL THE WAY 'ROUND THE MULBERRY BUSH THE MONKEY CHASED THE WEASEL. THE MONKEY THOUGHT 'T WAS ALL IN FUN..." The number sign disappears and the message continues: "POP! GOES THE WEASEL."

A number sign sitting on a wall appears, with the message: "HUMPTY DUMPTY SAT ON THE WALL. HUMPTY DUMPTY HAD A GREAT FALL." The number sign falls down and is disfigured. Several Pax creatures appear around it. "ALL THE KING'S HORSES AND ALL THE KING'S MEN COULDN'T PUT HUMPTY TOGETHER AGAIN."

Pax appears on the screen. "LITTLE BO PEEP HAD LOST HER SHEEP AND DIDN'T KNOW WHERE TO FIND THEM." Three number signs appear behind Pax. "LEAVE THEM ALONE AND THEY'LL COME HOME DRAGGING THEIR TAILS BEHIND THEM."

The cycle then repeats until the player hits a key. If he presses the ESC key, then he is return to the outside of the Theater. Any other key causes the screen to go blank, the SCORE to be increase by 15, and, depending upon the setting of the BROTHERHOOD ASSIGNMENT, one of the following things to happen:

BROTHERHOOD ASSIGNMENT NEVER GIVEN: The following messages slowly print and erase at random places on the screen: "WE ALL KNOW WHAT THE ISLAND IS", "ALL WE HAVE TO DO IS PULL...", "SHHH! WHO'S THAT?", "WE'VE BEEN DISCOVERED!", "WHO ARE YOU?". The computer then waits for a keystroke. If the player fails to press the # key, they respond "WE DON'T KNOW A ", followed by the key. "GET RID OF HIM!" is the last message printed before the player is sent to the outside of the Theater.

Otherwise, the following messages print: "DOES ANYONE HERE KNOW #?", "I CAN VOUCH FOR HIM.", "I'VE BEEN WATCHING HIM.", "I DON'T TRUST HIM.", "LET'S TAKE A VOTE.". There is a five second delay before printing "THE MOTION IS CARRIED." Two out of five times, it will then decide to print "THROW HIM OUT!", and send the player to the outside of the Theater.

Otherwise, it prints "WE ARE THE BROTHERHOOD.", "WE ARE DEDICATED TO THE", "OVERTHROW OF THE ISLAND.", "ARE YOU WILLING TO JOIN US?". The computer waits for a keystroke. If the player does not press the Y key, then the computer prints "THEN AT LEAST DO NOT BETRAY US" and sends the player to the outside of the theater.

Otherwise, it prints "GOOD. ARE YOU PREPARED TO", "GIVE YOUR LIFE, COMMIT MURDER", "AND ACTS OF SABOTAGE", "WHICH MAY CAUSE THE DEATHS", "OF INNOCENT PEOPLE?", "CHEAT, FORGE, BLACKMAIL", "DISTRIBUTE HABIT FORMING DRUGS", "FOR THE CAUSE OF FREEDOM?" The computer waits for a keystroke. If the player does not type the Y key, then the computer responds with "THEN YOU ARE NOT FOR US" and sends the player to the outside of the Theater.

Otherwise, it prints "HERE IS YOUR FIRST TASK", "SIT IN THE GREAT CHAIR AND SAY", "MARY HAD A LITTLE LAMB", "DID YOU GET THAT?" The computer waits for a keystroke. If the response was not Y, then it repeats the assignment.

It then prints "GOOD LUCK!", and then there is a five second pause before it prints "THE BROTHERHOOD LIVES!" and sends the player to the outside of the theater.

BROTHERHOOD ASSIGNMENT NOT COMPLETED: It slowly prints and erases "DO NOT SHOW YOUR FACE UNTIL" and "YOUR ASSIGNMENT IS COMPLETE" before sending the player to the outside of the Theater.

BROTHERHOOD ASSIGNMENT COMPLETED SUCCESSFULLY: If the assignment was the "Mary had a little lamb" one, then it slowly prints and erases "YOU HAVE JUST COMPLETED A TEST" and "TO SEE IF YOU CAN FOLLOW ORDERS."

The SCORE is increased by 75 for the "Mary" assignment, 150 for the "newspaper" assignment, 225 for the "file cabinet" assignment, and 300 for the "run the island" assignment. It then prints "CONGRATULATIONS ON YOUR SUCCESS" and "YOUR REWARD IS THIS CLUE:". It then prints a clue relevant to the assignment:

MARY: AN ISLAND IS NO MAN

NEWSPAPER: THE TRUTH SHALL REVEAL THE PLUG

CABINET: INPUT THE PLUG

RUN: DRINK AND BE MERRY

It then prints "WILL YOU TRY ANOTHER" and "ASSIGNMENT?" It waits for a keystroke. If the key was not Y, then it prints "COME BACK" and "IF YOU CHANGE YOUR MIND" before it sends the player to the outside of the theater.

Otherwise, it prints "GOOD. YOUR NEW ASSIGNMENT IS" and randomly picks one of these three assignments (but never the same one twice in a row.):

"SET THE NEWSPAPER HEADLINES", "TO READ 'DEUS EX MACHINA'"

"SET THE FILING CABINET ON FIRE", "USE THE LARGE WEIGHT", "THE LIBRARY BOOK WILL TELL HOW"

"RUN THE ISLAND", "FOR THE SHRINKS"

It then prints "DID YOU GET THAT?" and waits for a keystroke. If the player does not respond with a Y, then it repeats the assignment. Otherwise it prints "GOOD LUCK", and, after a five second pause, "THE BROTHERHOOD LIVES!" before sending the player to the outside of the theater.

GENERAL STORE

The store display appears with the following items for sale:

INVENTORY	PRICE
percolator	20
matches	3
pen	2
paper	1
paint	5
watch	25
map	5
compass	5
book	5

The message "ALLOW ME TO ADJUST MY PRICES" musically scrolls across the OUTPUT window. The player's BANK ACCOUNT NUMBER musically prints in the cash register window. One plus the integer value of the amount in the BANK ACCOUNT divided by twenty is added to each price.

The message "CAN YOU BE HELPED?" musically scrolls across the OUTPUT window. The player must then type in a response. If he types:

OUT or BYE or BACK or NO then the message "BE SEEING YOU" musically scrolls across the OUTPUT window, and the player is returned to the outside of the store.

BUY: then the BANK ACCOUNT NUMBER is musically printed in the cash register window. If the object he asks for is not in inventory, then the message "WE

DON'T CARRY THAT ITEM" is scrolled, and he is again asked about help. Otherwise, the message "HOW MANY WOULD YOU LIKE?" scrolls, and the player must enter a number. The number is then multiplied by the base price. The total then is musically printed in the cash register. If this total exceeds his number of credits, then the message "YOU DON'T HAVE THE CREDIT" is musically scrolled, and he is again asked about help. Otherwise, the number of items is added to his possessions, the total is deducted from his credit. Purchase of the possessions produce these messages before he is asked again for help:

ITEM	MESSAGE
PERCOLATOR	YOU CAN BANK ON IT
MATCHES	DON'T DEFILE YOURSELF
PEN	
PAPER	
PAINT	I WOULDN'T BANK ON IT
WATCH	I WOULDN'T BANK ON IT
MAP	
COMPASS	A COMPASS NEEDS A NEEDLE
BOOK	GOING TO THE LIBRARY?

PAINT and he owns paint and a watch, then the message "YOU WON'T FOOL ANYONE" musically scrolls, and he is again asked if he can be helped.

COMPASS and he owns one, then the message "YOU HAVE NO DIRECTION" musically scrolls, and is again asked about help.

MAP and he owns one, then the screen erases to show a 4x5 array of blocks with the numbers 1 through 20 in each. The input prompt says "PRESS <SPACE BAR> TO CONTINUE". If he does, the store display reappears, and he is asked about help.

INVENTORY, END, and RESIGNATION CODE work as well.

NEWS STAND

The NEWSTAND interior display appears. Random digits from 1 to 9 appear in the frames to the left and right of the Typeset Machine. The 17 character wide window in the typeset machine reads "C SAID U HEX NAME". The two-character wide inverse cursor is at the left side of the window. The two characters that the cursor is over show up in inverse.

The computer waits for a keystroke. If the player types

RIGHT ARROW KEY - The cursor will move right one position unless it is already at the right side of the window, in which case a buzz will sound.

LEFT ARROW KEY - The cursor will move left one position unless it is already at the left side of the window, in which case a buzz will sound.

S KEY - The two letters within the cursor will transpose (switch positions).

RETURN KEY - If, after all the blanks are stripped out, the message in the text window reads "DEUSEXMACHINA", then the BROTHERHOOD ASSIGNMENT is set to

the value that that assignment has been completed and a siren begins to go off; unless the player presses ESC within 35 cycles, he will be sent to the CASTLE. Otherwise, he is sent to the outside of the newstand. (If he buys a paper, the headline will read "DEUS EX MACHINA" if he completed the assignment).

Any other key will illicit a buzz sound.

LIBRARY

The library display appears. A book appears on the ramp leading into the Sphinx's mouth. The message "PULL THE SWITCH" musically scrolls through the OUTPUT box, and then the command parser is implemented. If the user types:

END: the game is saved.

Resignation Code: the lose game section is run.

WHERE: the message "YOU ARE IN THE LIBRARY" scrolls across the screen.

INVENTORY: an inventory is performed.

OUT or BACK: he returns to the outside of the Library.

Anything other than NO: one of these book titles appear in the side of the Sphinx: CATCHER IN THE RYE, 1984, BRAVE NEW WORLD, PORTNOY'S COMPLAINT, UNCLE TOM'S CABIN, ULYSSES, HUCKLEBERRY FINN, LADY CHATTERLY'S LOVER. The book slides across the ramp into the Sphinx's mouth, where it is consumed in flames. The player's SCORE is reduced by 10, and the player is again asked to pull the switch.

NO: If the LIBRARY ASSIGNMENT status was #3 (see below for explanation) and the player owns a silver dollar, then the display changes to a large book with the title APPLESOFT REFERENCE MANUAL - PAGE 110; This display pauses for 5 seconds before the LIBRARY ASSIGNMENT is set to status #0 (initial state, and the player is returned to the library's outside. (NOTE: substitute the appropriate manual and page on editing commands for the target computer).

If the LIBRARY ASSIGNMENT status is:

0: The book title "THE WIZARD OF OZ" appears in the Sphinx's belly and a green Oz head (as in the movie) appears in the television set. The message "I AM OZ, THE GREAT AND POWERFUL. BRING ME THE WITCH'S BROOMSTICK AND I'LL GRANT A WISH" musically scrolls across the OUTPUT window. The LIBRARY ASSIGNMENT status is set to 1, and the player is sent to the outside of the Library.

1,2,,3: The message "YOU MUST FINISH YOUR QUEST" musically scrolls across the OUTPUT window, and the player is sent to the outside of the Library.

4: The book title "THE WIZARD OF OZ" appears in the Sphinx's belly and the Oz head in the TV set. The message musically scrolls: "I WILL NOW GRANT A WISH. I WISH YOU TO THE CASTLE." The LIBRARY ASSIGNMENT status is set to #5, the BROOMSTICK is taken away from the player, and the

player is sent to the Castle.

5: The book title "TOM SAWYER" appears in the Sphinx's belly and a raft appears in the television set. The message musically scrolls: "FIND INJUN JOE'S TREASURE AND I'LL SHOW YOU A TRICK." The LIBRARY ASSIGNMENT status is set to #2 and the player is sent to the outside of the Library.

6: The book title "TOM SAWYER" appears in the Sphinx's belly and a raft in the TV set. The message musically scrolls: "THE TRICK IS CALLED WHITEWASHING", the screen turns white, the LIBRARY ASSIGNMENT status is set to #7, the TREASURE is taken from the player, and the player is sent to the Castle.

7: The book title "A CHRISTMAS CAROL" appears in the Sphinx's belly and a Scrooge head appears in the TV set. The message musically scrolls: "GET A LOAN FROM THE BANK AND I'LL GIVE YOU A SILVER DOLLAR", the LIBRARY ASSIGNMENT status is set to #3, and the player is sent to the outside of the Library.

THE SCHOOL HOUSE

The schoolhouse display appears. One of three lessons are randomly chosen: MEMORIZATION, SPELLING, MATH. The blackboard reads "TODAY'S LESSON IS", followed by the appropriate lesson. The message "PRESS ANY KEY AFTER THE BELL RINGS" quickly appears in the OUTPUT box. After 10 seconds, a bell goes off; however, if the player presses the key before the bell sounds, five points is added to his score.

Then the appropriate "lesson" takes place:

MEMORIZATION: The DIGIT COUNT is set to 1, and the sentence "HE ROTE THE ANSWER DOWN" appears on the blackboard. The WRONG ANSWER count is set to 0.

A sequence of digits from 0 through 9 is randomly constructed, the number of digits equal to the DIGIT count, and the WRONG DIGIT count is set to 0. However, there will be a 1 in 20 chance that the sequence will be set to match the RESIGNATION CODE and the DIGIT COUNT reset to 3.

The sequence of numbers is printed on the blackboard one at a time with a unique position, color, and tone, and then disappears. After the last digit is printed, the words YOU TRY appear on the right side of the screen, and the player must type in the sequence. As the player enters each digit, the digit appears on the blackboard with the same unique position, color, and tone. After the last digit is entered:

If the player entered his resignation code, then he is sent to the LOSE GAME part.

If the player correctly duplicated the sequence, then a pleasant tone sounds, DIGIT COUNT is increased by 1, the WRONG COUNT is set to 0, and a new sequence is created.

If the player did not duplicate the sequence, then the WRONG COUNT is increased by 1. If it equals 3 then "IGNORANCE IS STRENGTH" appears in

the OUTPUT box and the player is sent to the outside of the Schoolhouse, unless the DIGIT COUNT is greater than 8, in which case the message "HERE IS YOUR DIPLOMA" appears in the OUTPUT box, a worm crawls out of the apple, moves across the desk, and pushes a diploma off the side, the player is given a diploma, the message "IGNORANCE IS STRENGTH" appears, and the player is sent to the outside of the schoolhouse.

SPELLING: The WRONG COUNT is set to 0.

One of these spelling words are chosen: ABSCENT, AUTHER, CALENDER, COMMITY, COUNSULER, EXCELLANT, GRAMMER, LIBRARY, MISPELLM, PRINCIPEL, PROFFESOR, or WRITTING. Then the word SPELL and the spelling word appear on the blackboard, each in a different color. The player must then type in the spelling word; however, instead of the letters he types appearing in the INPUT box, letters from the spelling word appear in backwards order. If, after the last letter is typed,:

Enters the word correctly, a pleasant sound is heard, "YOU DID GREAT!" appears in the OUTPUT box, the WRONG COUNT is set to 0, and a new word is chosen.

Enters the word incorrectly, an unpleasant buzz is heard, "YOU BLEW IT!" appears in the OUTPUT box, and the WRONG COUNT is increased by 1. If it ever reaches 3, the player is sent to the outside of the schoolhouse.

MATH: The WRONG COUNT is set to 0.

Two digits from 1 through 8 are chosen such that their sum is not greater than 9 not equal to the absolute value of their difference. Then a division problem involving the two numbers appears on the blackboard, with nothing after the equals sign. The player must then type in a digit. If the player enters:

Their sum: then the absolute value of their difference appears after the equals sign, "FANTASTIC!" appears in the OUTPUT box, the WRONG COUNT is set to 0, an unpleasant sound is heard, and a new problem is created.

Anything else: an unpleasant sound is heard, "WRONG, STUPID!" appears in the OUTPUT box, the sum appears after the equals sign; and the WRONG COUNT is increased by 1; if it reaches 3 then the player is sent to the outside of the Schoolhouse; otherwise a new problem is created.

BAR

The bar display appears. Conceptually, the bar is a 19x8 grid, with some sections flagged as walls, the exit, the cradle, and the bar. The DRINK COUNTER and HALLUCINATION FLAG are set to zero. #man appears in the cradle in the center of the room.

The computer waits for a keystroke. While waiting, if a number between one and 500 is less than 2 raised to the power of the DRINK COUNTER then the screen flashes. Also while waiting, a section of the grid is examined: if it is vacant, then a colored block is placed there, accompanied by a random tone; if it contains a colored block, then it is removed. If a valid keystroke ("U", "D", "L", or "R")

had been entered, the HALLUCINATION FLAG is set to zero, and a random number between 1 and 500 is less than the DRINK COUNTER, then the HALLUCINATION FLAG is set to a HOUSE, TREE, or PAX, and the hallucination appears somewhere in the open area.

If the user had pressed "U", the word "NORTH" appears in the OUTPUT box and he moves up; "D": "SOUTH" and down; "L": "WEST" and left; "R": "EAST" and right. He cannot walk into a wall or colored block; he will hear a tone if he tries. If he walks into:

THE EXIT: He will be sent to the outside of the bar.

HOUSE HALLUCINATION: He will be sent to the CASTLE.

TREE HALLUCINATION: He will be sent to the wilderness.

PAX HALLUCINATION: The message "HE'S MURDERED SOMEONE!" will scroll musically in the OUTPUT window. The MURDER FLAG is set to one, and the player is sent to the CASTLE.

THE BAR PROPER: The message "WOULD YOU LIKE A DRINK FOR FIVE CREDITS?" musically scrolls in the OUTPUT window, and the command parser is implemented. If he enters "YES" then his CREDIT is checked. If it is less than five then the message "YOU DON'T HAVE THE CREDIT" musically scrolls. Otherwise, if the DRINK-COUNTER is greater than 19 then the message "YOU'VE HAD ENOUGH" scrolls. Otherwise, one is deducted from the score, five from the credits, and the DRINK-COUNTER is incremented. The player is sent back to his beginning cradle.

CHURCH

The Church display appears. SAVE SCORE is set to contain the value of the SCORE. The priest balloon says "WILL YOU MAKE A FIVE CREDIT DONATION TO THE CHURCH?". The player then types his answer (using the command parser) through the #man balloon. If he does not respond with YES, SCORE is increased by 5, and he is sent to the outside of the Church.

If the player's credit is less than 5, the priest says "BEGONE, SINNER!", and the player is sent to the outside of the Church.

The player's CREDIT is reduced by 5. If the MURDER FLAG is set then the priest says "I HEAR THAT YOU ARE IN TROUBLE, MY CHILD. PLEASE FEEL FREE TO TALK ABOUT IT."

However, if the MURDER FLAG is not set, then the priest says "GREETINGS, MY CHILD. SHALL WE HAVE A CHAT?" If the player answers NO, then the priest responds "AS YOU WISH. IF YOU NEED SOMEONE TO CONFIDE IN, I AM HERE.", and the player is sent to the outside of the Church. Otherwise, he says, "DON'T WORRY. ALL IS KEPT IN CONFIDENCE IN THESE CHAMBERS."

If the player types:

INFORMATION or one of the question verbs, the priest responds with "LIVE HAS NO ANSWERS; ONLY MORE QUESTIONS", "WHO WOULD KNOW BETTER?", "SEARCH YOURSELF FOR THE TRUTH", "WE ENTER THE WORLD KNOWING ALL WE NEED TO KNOW", "ANSWERS

ARE A PRISON FOR ONESELF.", or "ANSWERS MAY BE FOUND IN 'THE GOOD BOOK'".

RUN, HERE, QUIT, OUT, or OFF: The player's SCORE is increased by 3. If the SCORE is greater than 400 then there is a 1 in 10 chance that the priest will try to convert him (see below); otherwise, he will respond with one of the following: "THE ABSENT SHALL NOT BE MADE HEIR, EVERY EXIT IS BUT AN ENTRY SOMEWHERE ELSE", "MAN IS BORN FREE BUT EVERYWHERE HE IS IN CHAINS", "HE THAT IS DISCONTENTED IN ONE PLACE IS SELDOM HAPPY IN ANOTHER", or "ONLY HE WHO TAKES CARE OF YOU CAN SET YOU FREE".

HELL: The players score is reduced by 1, and the priest says, "FOUL LANGUAGE WILL NOT WIN YOU FRIENDS".

KILL: If the MURDER FLAG is set, then the priest will try to convert him (see below).

WANT, HELP, LOAN, OPEN, SELF, or SAFE: The priest says "WE MUST LEARN TO HELP OURSELVES."

BROTHERHOOD: The priest says "ALL MEN ARE YOUR BROTHERS".

MAP, BOOK, PAPER, DIPLOMA, COMPASS, ISLANDER: The priest says "ALL YOU NEED TO KNOW IS IN THE GOOD BOOK."

RUNS, CARETAKER, MASTER: The priest says "ARE YOU NOT IN CONTROL OF YOUR DESTINY?"

GET: The priest says "THE LORD GIVETH AND THE LORD TAKETH"

-CROSS: The priest says "WE ALL HAVE A CROSS TO BEAR."

GAME or PLUG: The priest says "DEUS EX MACHINA".

BYE, BACK, OUT: The priest says "REMAIN STRONG, MY CHILD.", but if the difference between SAVE SCORE and SCORE is greater than a random number from 10 to 30, the priest will say, "TO COMFORT YOU, I AM GIVING YOU THIS CROSS" and give him a cross. The player is sent to the outside of the church.

If the player types none of these things, then:

If the murder flag is set then there is a one in ten chance that the priest will say "CONFESS YOUR SINS", "GUILD SHOULD NOT BE KEPT BOTTLED UP", or "ISN'T THERE SOMETHING IMPORTANT FOR YOU TO SAY?".

Otherwise, the priest will say "A SMOOTH SEA NEVER MADE A SKILLFULL SAILOR", "HE WHO WOULD LEAP MUST MAKE A LONG RUN.", "NOTHING IS UNEASY TO THE UNWILLING.", "A ~~HEARD~~ BEGINNING MAKES A GOOD ENDING.", "I UNDERSTAND.", "PLEASE, CONTINUE.", "GO ON. A FRIENDLY EAR CAN RELIEVE A TROUBLED MIND.", "I HEAR YOU.", "I SEE.", "THE TRUTH SHALL SET YOU FREE.", or "DON'T BE AFRAID TO CONFIDE IN ME. NO MAN IS AN ISLAND."

Conversion

The priest will say "WHAT ARE YOU TRULY ESCAPING FROM?", "WHEN WAS THE LAST TIME YOU WERE TRULY FREE?", "MEN ARE NOT PRISONERS OF FATE, BUT OF THEIR MINDS.", "THERE IS NO PHYSICAL ESCAPE.", "YOU WILL ALWAYS BE WHERE YOU ARE", "BUT THERE IS A WAY OUT IF YOU ARE WILLING", and "WOULD YOU CONSIDER JOINING THE PRIESTHOOD?".

If the player doesn't answer "YES", then the priest asks "WON'T YOU RECONSIDER?". If the player still doesn't answer YES, then the priest says "WELL, THE OFFER IS STILL OPEN" and sends him to the outside of the Church.

Otherwise, he says "LET US SEE IF YOU PASS THE TEST". The player must answer each of these questions: "DO YOU USE TRADITIONAL APPROACHES TO PROBLEMS?", "DO YOU BELIEVE LEARNING SHOULD BE PRACTICAL?", "DO YOU PRIZE THE INDIVIDUAL ABOVE THE STATE?", "DO YOU MEASURE SUCCESS BY ECONOMIC MEANS?", "DO YOU FEEL MANY ARTISTS ARE WEIRD OR IMMORAL?", "DO YOU THINK CORRUPTION IN GOVERNMENT IS WEIRD OR IMMORAL?", "DO YOU THINK GOOD WORKS ARE MORE IMPORTANT THAN RELIGIOUS BELIEFS?", "DO YOU BELIEVE THAT PEOPLE SHOULD CONFORM TO SOCIAL EXPECTATIONS?", and "DO YOU JUDGE PEOPLE AND EVENTS MORALISTICALLY?"

For each answer of NO, five points are added to the player's SCORE. If he answered less than 7 of the questions NO, then the priest will say "I AM SORRY, YOU HAVE NOT LEARNED" and send the player outside of the Church.

Otherwise, the MURDER FLAG will be reset to 0, and the priest will say, "YOU HAVE PASSED THE TEST." Then, "NOW YOU MUST PROVE THAT YOU HAVE ESCAPED FROM YOUR PREVIOUS LIFE."

If the player then types in his RESIGNATION CODE, he loses the game. Otherwise, the priest says "YOU HAVE NOT PROVED YOU HAVE GIVEN UP YOUR PAST" and "ARE YOU STILL INTERESTED?". As long as the player answers YES, he is given another chance to enter his resignation code. Otherwise, the priest says "YOUR CRIMES ARE ABSOLVED" and sends him to the outside of the Church.

CLOTHING STORE

The store display appears with the following items for sale:

INVENTORY	PRICE
umbrella	10
top hat	15
toga	50
clown suit	60
clone suit	75
black tie	5
3 piece suit	100

The message "ALLOW ME TO ADJUST MY PRICES" musically scrolls across the OUTPUT window. The player's BANK ACCOUNT NUMBER musically prints in the cash register window. One plus the integer value of the amount in the BANK ACCOUNT divided by 20 is added to each price.

The message "CAN YOU BE HELPED?" musically scrolls across the OUTPUT window. The player must then type in a response. If he types:

OUT or BYE or BACK or NO: the message "BE SEEING YOU" musically scrolls across the OUTPUT window, and the player is returned to the outside of the store.

BUY: the BANK ACCOUNT NUMBER is musically printed in the cash register window. If the object he asks for is not in inventory, then the message "WE

DON'T CARRY THAT ITEM" is scrolled, and he is again asked about help. Otherwise, the message "HOW MANY WOULD YOU LIKE?" scrolls, and the player must enter a number. The number is then multiplied by the base price. The total then is musically printed in the cash register. If this total exceeds his number of credits, then the message "YOU DON'T HAVE THE CREDIT" is musically scrolled, and he is again asked about help. Otherwise, the number of items is added to his possessions; the total is deducted from his credit. Purchase of the possessions produce these messages before he is asked again for help:

ITEM	MESSAGE
UMBRELLA	INTO UNDERCOVER WORK?
TOP HAT	A CAPITAL IDEA
TOGA	GOING TO THE TOWN HALL?
CLOWN SUIT	GOING TO THE CARNIVAL?
CLONE SUIT	GOING TO THE DINER?
BLACK TIE	YOU CAN BANK ON IT
3 PIECE SUIT	A CAPITAL IDEA

INVENTORY, END, and RESIGNATION CODE work as well.

GRAIL HALL

Grail hall consists of twenty rooms. Once in a room, the player may travel in any of four directions (FORWARD, BACK, LEFT, or RIGHT). Directions from each of the first 16 rooms always lead to the same location each time Grail Hall is entered. Rooms 17 through 19, however, lead only to rooms 17 through 19. But one direction from 17, 18, or 19 leads to 20, and another direction from one of these three rooms leads to 1.

Room Descriptions and Paths:

1. Three Doors
Forward: 3 Left: 2 Right: 4
Back brings the player to the outside of the building
2. Three Doors
Forward, Right, Left: 2 Back: 1
3. Three Doors
Forward: 5 Back, Left, Right: 2
4. Upsidedown Room
Forward: 2 Back, Left, Right: 4
5. Three Doors
Forward: 6 Back: 4 Left: 3 Right: 5
6. Scott Adams Adventure Room
Forward: 11 Back: 2 Left: 7 Right: 6
7. Forest

Forward: 7 Back: 7 Left: 8 Right: 7

8. Forest with Grate
Forward, Back, Left, Right: 7 Down: 9
The message "HERE IS AN OPEN GRATE" appears in the OUTPUT box
9. Cavern
Forward, Back, Right: 9 Left: 10
10. Cavern with "PLUG" written on the wall.
Forward, Back, Left, Right: 9 Plug: outside
If the LIBRARY ASSIGNMENT was to get the witch's broomstick, a broomstick appears on the floor of the cavern, and the message "HERE IS A BROOMSTICK" appears in the OUTPUT box
11. Scott Adams Adventure Room
Forward: 14 Back: 6 Left: 12 Right: 13
12. Mystery House
There are some lightning and storm effects, the message "HE'S KILLED KEN!" musically scrolls across the OUTPUT window, the MURDER FLAG is set and the player is sent to the Castle.
13. Wizard And The Princess
The message "THIS IS MY CASTLE.....I'LL SEND YOU TO YOURS" musically scrolls across the OUTPUT window, magical sound effects are heard, and the player is sent to the Castle.
14. Three Doors
Forward: 19 Back: 11 Left: 15 Right: 17
15. Cavern
Forward, Back, Left: 15 Right: 16
16. Cavern with pit
Back, Left, Right: 15
Forward: there is a falling sound and the player is sent to the Castle.
If the Library Assignment was to get Injun Joe's treasure, then a treasure chest appears, and the message "HERE IS THE TREASURE" appears in the OUTPUT box.
17. Three doors
Forward, Back, Left, Right: 17-19
18. Forest
Forward, Back, Left, Right: 17-19
19. Cavern
Forward, Back, Left, Right: 17-19
20. Keyhole Room
A keyhole appears on the pedestal

The message "HERE IS A KEYHOLE" appears in the OUTPUT box.

Commands from the player:

INVENTORY: Performs Inventory

FORWARD: If the player is in room 16 then he will hear a falling sound and be sent to the Castle. Otherwise, he will go to the room in the forward location.

BACK: If the player is in room 1, then he will be sent to the outside of Grail Hall. Otherwise, he will go to the room in the backward location.

LEFT: The player will go to the room on the left.

RIGHT: The player will go to the room on the right.

DOWN: If the player is in room 16 then he will hear a falling sound and be sent to the Castle. If the player is in room 8 then he will be sent to room 9.

PLUGH: If the player is in room 10, then he will be sent to the outside of Grail Hall.

GET:

BROOMSTICK: If the player is in room 10, and his LIBRARY ASSIGNMENT was to get the broomstick, then it will disappear from the screen, be added to his possession list, and he will gain 50 points.

TREASURE: If the player is in room 16, and his LIBRARY ASSIGNMENT was to get the treasure, then it will disappear from the screen, be added to his possession list, and he will gain 50 points.

KEYHOLE: If the player is in room 20, then the keyhole will disappear from the screen, be added to his possession list, and then rocks will fall from an opening in the ceiling and fill up the room; the player will be sent to the outside of Grail Hall.

DROP: Produces the message "THAT TRICK WON'T WORK HERE."

Any other response produces the message "YOU TALK IN CIRCLES" (but, of course, END and Resignation Code works as always)

RECREATION HALL

The recreation hall display is shown. Within the "viewscreen" is a display of a section of the recreation hall. Conceptually, it is grid whose locations indicate boundries, exits, pits, the player, vacant areas, etc.

Section 1

There is a large pit centralized in the room. At the left end is the entrance, the right end the finish line. extending from the pit near its right end are two invisible walls, preventing one from walking around it. #-man starts just beyond the entrance. The following message musically scrolls across the OUTPUT window: "CROSS THE PIT BY STEPPING ON THE PLATFORMS. DO NOT FALL IN OR GO AROUND. THANK YOU FOR OBSERVING ALL SAFETY PRECAUTIONS."

How it looks

```
wgggggggggggggggff
wggppppppppppppff
gggppppppppppppff
gggppppppppppppff
wggppppppppppppff
wggggggggggggggff
```

w: wall
g: grass
p: pit
f: finish line

How it behaves

```
wwwwwwwwwwwwwwwwww
w      iiiiix w
w pppppppppppppx w
e pppppppppppppx w
e pppppppppppppx w
w pppppppppppppx w
w      iiiiix w
wwwwwwwwwwwwwwwwww
```

w: wall
e: entrance
p: pit
x: exit
i: invisible wall

The computer waits for keyboard input. While waiting, it picks a location within the pit. If there is no platform there, it puts one in and sounds a random tone; if there is a platform, it takes it out. If the player types "N" he moves up and the word "NORTH" appears in the output box"; "S": down, "SOUTH"; "E": right, "EAST"; "W": left, "WEST". If the player's new location is:

The entrance: the player is sent to the outside of the RECREATION HALL

The exit: the player is sent to Section 2, and 5 points are added to his score.

Wall: a beep sounds and he remains in his present position.

Pit: there is a falling sound, and the player is sent to the CASTLE.

invisible wall: player flashes with electric shock sounds; but he cannot pass through the wall

Section 2

There is a large pool centralized in the room. At the left end is the entrance, the right end the finish line. extending from the pool near its right end are two invisible walls, preventing one from walking around it. There are two groupings of three trees in the open space to the left of the pool. #-man starts just beyond the entrance. The following message musically scrolls across the OUTPUT window: "CROSS THE POOL BY ANY MEANS AT YOUR DISPOSAL, BUT DO NOT GO AROUND. THANK YOU FOR OBSERVING ALL SAFETY PRECAUTIONS." The player is also checked if he owns ROPE, STICKS, WASHTUB, or RAFT, and a POSSESSION COUNTER is set to the lowest possession number which he doesn't own (21=has no rope, 22=has no sticks, 23=has no washtub, 24=has no raft, 25=has all).

How it looks

```

wggggggggggggggff
wgtttggppppppppff
ggggggggppppppppff
ggggggggppppppppff
wgtttggppppppppff
wggggggggggggggff

```

w: wall
g: grass
p: pool
f: finish line
t: tree

How it behaves

```

wwwwwwwwwwwwwwwwww
w bbb      iiiiix w
w www      pppppx w
e          pppppx w
e          pppppx w
w www      pppppx w
w bbb      iiiiix w
wwwwwwwwwwwwwwwwww

```

w: wall
e: entrance
p: pool (deep)
x: exit
i: invisible wall
b: area behind tree

The computer waits for keyboard input. If the player types "N" he moves up and the word "NORTH" appears in the output box"; "S": down, "SOUTH"; "E": right, "EAST"; "W": left, "WEST". If the player's new location is:

The entrance: the player is sent to Section 1.

The exit: the player is sent to Section 3, and 10 points are added to his score.

Wall: a beep sounds and he remains in his present position.

Pool (deep): If the player does not own a RAFT, then he hears a falling sound and is sent back to the CASTLE.

Invisible wall: player flashes with electric shock sounds; but he cannot pass through the wall

Area behind tree: If the POSSESSION COUNTER is less than 25, then there is a 1 in $(2 * \text{POSSESSION COUNTER} - 36)$ chance that he will find the possession equal to the POSSESSION COUNTER. The message "HERE IS A <possession name>" will musically scroll across the OUTPUT box, and the command parser is engaged. If he types:

GET and an object equal to that indicated by the POSSESSION COUNTER: The message "YOU CAN HAVE IT" will scroll, the object will be added to his possession list, and the POSSESSION COUNTER will be incremented by one.

INVENTORY: It will produce and inventory.

GET: The message "I DON'T SEE THAT HERE" will scroll.

All other vocabulary words will produce the message "YOU TALK IN CIRCLES."

Section 3

There are two walls trisecting most of the room, with flashing colored lights at their left ends. At the left side of the room is the entrance, the right end

the finish line. The message scrolls across the OUTPUT window: "PASS THROUGH THE GATEWAY AS SOON AS THE GREEN IS GIVEN. DO NOT GO AROUND. THANK YOU FOR OBSERVING ALL SAFETY PRECAUTIONS."

How it looks

```
wgggggggggggggggff
wgggggglwwwwwwff
gggggggggggggggff
gggggggggggggggff
wgggggglwwwwwwff
wgggggggggggggggff
```

w: wall
g: grass
l: flashing light
f: finish line

How it behaves

```
wwwwwwwwwwwwwwwwww
w          x w
w      wwwwwwwwwww
e      p      w
e      p      w
w      wwwwwwwwwww
w          x w
wwwwwwwwwwwwwwwwww
```

w: wall
e: entrance
p: pit
f: finish line
x: exit

The computer waits for keyboard input. While waiting, it changes the colors of the left tips of the gateway walls (any color but green). If the player types "N" he moves up and the word "NORTH" appears in the output box; "S": down, "SOUTH"; "E": right, "EAST"; "W": left, "WEST". If the player's new location is:

The entrance: the player is sent to Section 2.

The exit: the player is sent to Section 4, and 15 points are added to his score.

wall: a beep sounds and he remains in his present position.

Pit: #-man flashes, laser sound effects, and the player is sent to the CASTLE.

Section 4

This is an exact duplicate of section 1, with the exception that going through the entrance leads you to section 3, and the finish line leads to the wilderness area.

GEMINI DINER

The diner display appears. "WHAT DO YOU WANT?" musically scrolls across the screen. If the player enters BACK or QUIT, he is sent to the outside of the diner. If he types anything else other than ESCAPE, then he is told "IT'S NOT ON THE MENU" and again asked what he wants.

If he had answered ESCAPE, then the Cloning Device display appears (it looks like dual disk drives of the target computer). From now on, all messages scroll with morse code effects. If

CLONE FLAG IS SET TO 0: the following messages scroll: "OH, NO! MY CLONING MACHINE HAS BEEN DISCOVERED! BUT YOU LOOK LIKE THE TRUSTWORTHY TYPE. I AM DR. DOPPELGANGER, AND I WILL CLONE YOU FOR 10000 CREDITS.", "THE CLONE CAN ACT AS A DECOY FOR ESCAPING. ARE YOU INTEREST?" The player must use the command parser to say YES. If not, the message "SUIT YOURSELF. JUST DON'T GIVE ME AWAY" scrolls, and the player is sent to the outside of the Diner.

The CLONE FLAG is set to 1. If the player has at least 10000 credits, then he is treated as though the CLONE FLAG has been set to 1 (see below). Otherwise, the message "DO YOU KNOW HOW TO GET THE MONEY?" scrolls, and if the player doesn't answer YES, he is told "YOU CAN GET A LOAN FROM THE BANK."

The last message is "I'LL SEE YOU WHEN YOU HAVE THE MONEY... BOTH OF YOU", and the player is sent to the outside of the Diner.

CLONE FLAG IS SET TO 1, BUT CREDITS < 10000: The message "IT WILL DO YOU NO GOOD TO RETURN UNTIL YOU HAVE THE MONEY" scrolls, and the player is sent to the outside of the Diner.

CLONE FLAG IS SET TO 1, AND CREDITS IS AT LEAST 10000: The player's CREDIT is deducted by 10000. Then the message "I'VE BEEN WAITING FOR YOU" followed by "STEP INSIDE THE MACHINE" scrolls. #man then appears in the door of the "MASTER" drive. After the message "THE PROCESS IS ABOUT TO BEGIN" scrolls, the two disk drive activity lights alternate (as though duplicating a disk) and the real computer disk drive goes on for the appropriate sound effects. Another #man gradually appears in the door of the "SLAVE" drive.

After it is over, the message "A SUCCESS!" scrolls, but then a pirate ship appears over the slave drive. "HAR! HAR! I'LL TAKE THIS BOOTY!" is the message, a cannon ball fires out of the cannon and lands on the duplicate #man. CLONE FLAG is reset to 0 and the player is sent to the Castle.

CASINO

The slot machine display appears.

The message "WHICH SLOT WOULD YOU LIKE TO PLAY?" musically scrolls across the screen. The player must then enter a number from 1 to 3. If the key is:

1: If the player has no credits then the message "YOU DON'T HAVE THE CREDITS" musically scrolls across the screen, and the player must select another slot. Otherwise, his credit is deducted by one. For fifty times, one of the words "WAR", "IGNORANCE", or "FREEDOM" is printed in the top window, and one of the words "PEACE", "STRENGTH", or "SLAVERY" is printed in the bottom window of slot 1. At the last pass, if "FREEDOM" and "SLAVERY", "WAR" and "PEACE", or "IGNORANCE" and "STRENGTH" appear in slot 1, then one of the five messages appear in the inverse payoff window of slot 1:

```
LIFE IS A GAMBLE
THE GAME IS RIGGED, BUT IF YOU DON'T PLAY, YOU CAN'T
WIN
THE KEY TO ESCAPE IS THE KEY TO ESCAPE
NO MAN IS AN ISLAND
UNPLUG THE SYSTEM
```

The player must then respond to the INPUT prompt "PRESS <SPACE BAR> TO CONTINUE. He must then select another slot number.

2: If the player's score is less than 1 then the message "YOU DON'T HAVE THE MAKINGS" musically scrolls across the screen and the player must select another slot number. Otherwise, one is deducted from his score. Then the digits 1 through 9 start appearing in the three windows of slot 2, and then finally the first window stops at a number, then the second window, then the third, just like a Vegas slot machine. The result is a three digit number. Then the numbers are compared against the corresponding digits of the resignation code. If:

ALL THREE NUMBERS MATCH THE RESIGNATION CODE: The player is transferred to the LOSE GAME routine;

ANY TWO NUMBERS MATCH THE RESIGNATION CODE: The player is given one of these possessions: TIE, 3 PIECE SUIT, GOLD WATCH, DIPLOMA, CROSS, PERCOLATOR, and the possession name is printed in the inverse window of the slot machine.

ANY ONE NUMBER MATCHES THE RESIGNATION CODE: The player receives a random number from one to the number of times he's lost at slot #2 times three of credits. The amount of credits he's one appears in the inverse window, and they are added to his CREDIT variable.

NO NUMBERS MATCH THE DIGITS IN THE RESIGNATION CODE: A counter keeping track of the number of losses at slot #2 is incremented. Then a scale along the side of slot #2 that keeps indicates the number of losses is adjusted. If the number of losses reaches 10, then the player is sent back to the castle.

3: If the player does not have a silver dollar, then the message "SORRY, YOU NEED A SILVER DOLLAR" musically scrolls across the output window. Otherwise, the silver dollar is taken away from his list of possessions, there is a sound of a rocket taking off, and smoke emits from the bottom of slot #3, filling up the screen. The screen then displays a space scene. After a two second pause, the word "FREEDOM" appears. Then, after a five second pause, "IS SLAVERY" appears underneath. Then, after five more seconds, "A MAN'S HOME IS HIS CASTLE" appears and the player is taken back to the castle.

ANY OTHER KEY: The player is sent to the outside of the casino. However, if he has less than 5000 credits and does not have a silver dollar, then there is a 1/4 chance of the following happening:

The screen blanks. Then the sentence "ARE YOU INTERESTED IN ESCAPING?" slowly prints and erases off of the screen. The computer waits for a keystroke. If the player does not type "Y" then "SUIT YOURSELF." slowly prints and erases, and the player is sent back to the outside of the casino. Otherwise, the following sentences are printed in the same manner: "YOU CAN ESCAPE THROUGH SLOT #3.", "GET A HOLD OF 5000 CREDITS", "AND I WILL SELL YOU", "A SILVER DOLLAR." A five second pause, and then "THE BROTHERHOOD LIVES!" is printed, and the player is sent to the outside of the casino.

LOSING THE GAME

The lose game display appears. The player's resignation code musically prints in the center of the narrow box on line 15 of the screen, and #-Man appears in the center of the large top window. The text file is rewritten, with all variables returned to their new game values.

Then the window fills up with #-Men, starting from the center and surrounding the original #-Man, like a circle with an increasing radius. When the window fills up, the Resignation code is replaced with Xs, and then row by row, the #-Men are replaced by sheep. Then the bottom of the frame of the large window reads "THE FLOCK"

"WELCOME BACK" musically prints in the window on line 15. In the window below that, "YOU MAY HAVE LOST, BUT WE HAVE GAINED." musically prints. And in the window below that, "BE SEEING EWE" musically prints. Each message is 2 seconds apart. After the last message, the program ends, leaving the display on the screen.

WINNING THE GAME

A display of the target computer appears. The plug then falls out of the socket. Then, the CRT on the computer says: "FREEDOM! ENTER YOUR RESIGNATION CODE TO COMPUTE YOUR FINAL SCORE:", leaving a flashing cursor on the screen. The player is given three chances to enter his resignation code. If he does, the LOSE GAME section is run.

After the last attempt to get him to reveal his resignation code, the text file is reset to new game status, and the monitor screen cracks. Then the display clears and prints this message: "THE TRUTH HAS SET YOUR FREE. YOU HAVE ESCAPED FROM YOUR APPLE (replace with name of target computer) AND ARE NOW IN COMMAND." There is a 3 second delay before it continues: "BUT HAVE YOU NOT ALWAYS BEEN IN CONTROL OF THIS GAME", and, after a 5 second delay, "MASTER?". After a 3 second delay, another message is printed centered below "TO WIN IS TO LOSE".

The computer's prompt and cursor appears. But if the user types anything, with each keystroke, the last message is printed "BE SEEING YOU". The game ends with the display remaining on the screen.

SAVING A GAME

The GAME IN STATUS display appears. Random numbers (with sound effects) appear in the right hand box, and after some "computing effects", the player's SCORE appears in the left box.

The player must answer Y or N to "WOULD YOU LIKE A CLUE AT A COST OF TWENTY-FIVE POINTS (Y/N)?" If he answers Y, a random number between 1 and the square root of the quotient of the SCORE divided by 10 is picked, modulo 14. Then a clue is chosen and displayed:

1. NO MAN IS AN ISLAND.
2. PLAY SLOT #3.

3. CONSULT THE BOOK IN THE LIBRARY.
4. STAY FOR THE ENCORE AT THE THEATER.
5. THE KEY TO ESCAPE IS THE KEY TO ESCAPE.
6. UNPLUG THE SYSTEM.
7. THE ISLAND IS NO ISLAND.
8. TO REVEAL THE PLUG, CONFRONT THE CARETAKER WITH THE TRUTH.
9. ENTER THE PLUG.
10. EDITING FUNCTIONS WORK WITH INPUTS.
11. THE ISLAND IS A COMPUTER.
12. THE GRAIL IS FORWARD.
13. THE KEYHOLE IS FORWARD.

Twenty-five points are deducted from his SCORE. He then may try to get another clue.

When he answers N, the SCORE is decreased by 10, the game variables are saved into the text file, the screen clears to leave the following message centered onto the screen: "BE SEEING YOU". The game ends, leaving the display on the screen.

ERRORS

The error message display appears. The error code, line number of the error, and name of the program in which the error occurred appear in the appropriate places. A "PRESS <SPACE BAR> TO CONTINUE" prompt appears at the bottom of the screen. When the user presses the space bar, the SAVE GAME section is run.